

SEGA™

ROBOCOP 3™

ROBOCOP 3™ EXPLODES ON GAME GEAR™!



Armed with a laser-gun, flame-thrower & missile launcher multi-weapon attachments, RoboCop must destroy giant ED-209's and OCP's latest techno warrior... OTOMO!



BLAST OCP'S FLYING DROIDS.



TEAM-UP WITH ROBOCOP'S OLD ADVERSARY - THE GIANT ED-209.



MOTOR CITY SHOW DOWN!

FLYING EDGE™

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SEGA™ GENESIS™



FLYING EDGE

ORION PICTURES CORPORATION

INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GENESIS™ SYSTEM.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

Warning to owners of projection televisions: Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

THE STORY

Old Detroit, 1999. With bold development plans for the crime-infested Cadillac Heights area, Omni Consumer Products begins a systematic eviction of its residents. Although most are too weak to resist, a group of wastoids and addicts calling themselves Splatter Punks riot, delaying the project and turning downtown Detroit into a war zone. OCP counters by sending in a private army of Urban Rehabilitation Cops, known as Rehabs, with orders to remove all civilians by any means necessary in order to get the project back on schedule. Armed with guns, tanks and missiles, the corrupt Rehabs sweep the night streets, clearing citizens from their homes with violence and terror. Meanwhile, the Splatter Punks escalate their own violence against the marauding Rehabs...

Enter RoboCop. Half-man, half-machine, all Cop. Programmed to serve the public trust, protect the innocent, and uphold the law, RoboCop marches directly into the war zone of Cadillac Heights with a mission— to restore order to the neighborhood, deliver justice to the Splatter Punks and Rehabs and defend the beleaguered population, or be destroyed in the process. A one-man army equipped with state-of-the-art weaponry, bulletproof armor and literal nerves of steel, RoboCop is Old Detroit's last remaining hope for stopping the crime and corruption tearing the city apart... and bent on tearing him apart!

SETTING UP

1. Insert the RoboCop™ 3 game cartridge as described in your Sega™ Genesis™ instruction manual.

NOTE: Always make sure the power switch on the Sega™ Genesis™ System is OFF when inserting or removing game cartridges.

2. Turn the power switch ON. You will be presented with the RoboCop™ 3 title screen. If the RoboCop™ 3 title screen does not appear, turn the Sega™ Genesis™ power switch OFF, make sure your Sega™ Genesis™ is set up correctly, and start again.
3. When you see the RoboCop™ 3 title screen, press START. You will then be presented with two choices, Start Game immediately, or set Options. Use the D-BUTTON ARROWS to highlight your choice, then press any button to proceed.

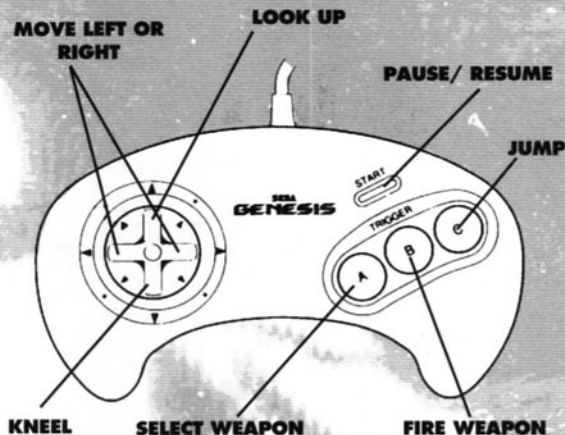
If Options is selected, you will be able to determine the number of lives and continues per game, the button configuration your game will use, and the difficulty of play.

Use the UP and DOWN D-BUTTON ARROWS to highlight the desired option, and the LEFT and RIGHT D-BUTTON ARROWS to change it. Press the START BUTTON from within Options to return to the main menu.

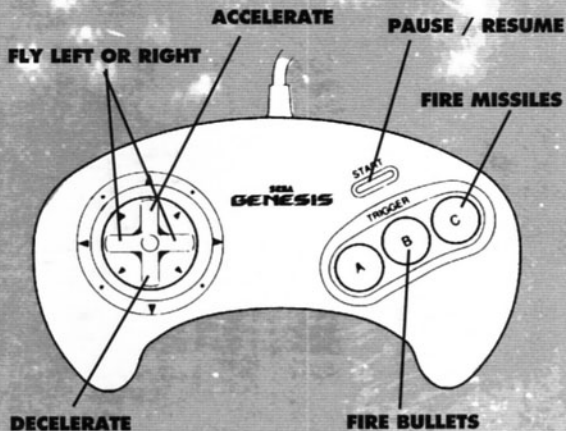


CONTROLS

RoboCop's standard controls are as follows:



When operating the prototype Jet Pack, RoboCop's Controls are as follows:



STATUS DISPLAY

As he enters the dangerous Cadillac Heights, RoboCop's status and situation are continuously transmitted to the Metro West Precinct where his progress can be monitored. As you control RoboCop, you have all of this data at your disposal. RoboCop's data screen contains the following information:



ENERGY

RoboCop's power level is represented by an Energy Meter. His power decreases as his internal systems repair the damage from each enemy hit, but can be increased by collecting Energy Packs. Touching an Energy Pack partially recharges RoboCop's batteries.

LIVES

If his power level should reach zero, RoboCop shuts down. Being a cyborg, however, RoboCop can be easily repaired and given a new life. The number of times he can be repaired, his "lives," are displayed on his data screen in the upper left corner, and can be set in the Options Screen (see p.2) When all of his repairs are used up, RoboCop's body has been destroyed irreparably and the game is over.

However, you will be given the option to Continue by pressing the START BUTTON, ordering a new body for RoboCop to use. The number of Continues can also be set in the Options Screen.

TIME REMAINING

When creating RoboCop, OCP installed a variety of safety devices designed to prevent him from turning against them. One such measure is the auto-shutdown mechanism. Angered by his interference in the Cadillac Heights evictions, OCP has activated this, giving RoboCop a limited amount of time, displayed at the top of the data screen, to clear an area before he suffers a unit shutdown and loses a life. A warning alarm is given 30 seconds before unit shutdown. The timer resets at the beginning of each level.

SCORE

RoboCop has an internal performance rating system which is also displayed on his data screen. He gains "points" for each criminal he apprehends and for each enemy vehicle he destroys. He gains additional points for each piece of ammunition remaining when an area (level) is secured. Bonus points can be accrued by picking up special objects targeted on his data screen as plus icons.

ARMAMENT

Although RoboCop begins each level with only his standard-issue single shot pistol, a great deal of modern, more powerful weaponry can be found on the streets of Cadillac Heights, either lost or abandoned by the battling groups. These weapons are targeted with a "P" icon and can be picked up by touching them.



RoboCop's weapon choices are displayed on his data screen as icons. To change his current weapon, press the A BUTTON (or whichever button was selected for it in the Options menu). The currently active weapon icon is highlighted in orange. To fire a weapon, press the B BUTTON (or whichever button was selected in the Options menu). The weapons RoboCop can collect are:



**SINGLE
SHOT
PISTOL**



**FLAME
THROWER**



**3-WAY
PISTOL**



**MISSILE
LAUNCHER**



**LASER
GUN**

Be aware that each weapon possesses its own ammunition supply, and uses it at different rates. For example, the 3-way pistol uses ammunition 3 times as fast as the standard pistol. Ammunition remaining is noted on RoboCop's data screen at top right. To replenish RoboCop's ammunition supply, pick up spare clips lost around the city by touching them. The additional ammunition will be added to the currently active weapon only.

MISSION ANALYSIS

PHASE ONE: Levels 1 and 2

The rioting Splatter Punks armed with pistols and rocket launchers have taken over much of Cadillac Heights, including the OCP construction site! With your heavy armament and bulletproof armor, you are the only cop who can restore order to the area and protect the innocent!



PHASE TWO: Levels 3 and 4

With the rioting quelled, your next stop is Rehab headquarters, courtesy of your powerful jet pack. From the information uncovered, they're holed up in an abandoned church on the opposite side of town. The Rehabs, however, don't like uninvited guests, and are sending out Airborne Rehab soldiers and OCP supplied interceptors to permanently delay your visit.



Destroying Rehab headquarters will end the Urban Rehabilitation Corps' reign of terror, but it won't be easy! When the Rehabs are finished off, you must find the keys and escape through the sewers. But even then your troubles aren't over. Things have been disappearing in the sewers. The word on the street is that there's something down there. Something big. Something deadly. They're calling it "Otomo."

PHASE THREE: Levels 5 and 6

At the Rehab headquarters you found evidence which links OCP executives to the Rehabs and the Cadillac Heights riots. You must therefore return to OCP using your jet pack and arrest the criminals. OCP, however, is defending its execs with anti-aircraft shells, missiles, and a squadron of airborne Rehabs. Use your missiles to eliminate ground-based opposition!



The executives responsible for the illegal activities have taken refuge high within the OCP tower and have programmed two Otomo-type Ninja robots to guard the entrance. But justice must be served, even if it means scrapping ten tons of military machinery to do it!

NOTES:

FLYING EDGE™ LIMITED WARRANTY

Flying Edge warrants to the original purchaser only of this Flying Edge software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Flying Edge software program is sold "as is," without express or implied warranty of any kind, and Flying Edge is not liable for any losses or damages of any kind resulting from use of this program. Flying Edge agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Flying Edge software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Flying Edge software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE FLYING EDGE. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL FLYING EDGE BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS FLYING EDGE SOFTWARE PRODUCT.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

REPAIRS / SERVICE AFTER EXPIRATION OF WARRANTY - If your cartridge requires repair after expiration of the 90-day Limited Warranty Period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

Flying Edge Consumer Service Dept., 71 Audrey Avenue, Oyster Bay, NY 11771

Flying Edge Hotline/Consumer Service Dept. (516) 624-9300

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